

DMG-BA-USA



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EmuMovies

Nintendo

GAME BOY™

SUNSOFT®

BATMAN™

INSTRUCTION BOOKLET

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## BATMAN™ — A GAME BOY ACTION AND SHOOTING GAME

GOTHAM CITY™ — it's a dark city governed by crime and violence. The whole town is now in preparation for its 200th Anniversary Festival.

Suddenly, THE JOKER™ the city's "Master of Evil", appears spreading DDID Nerve Gas everywhere, plunging GOTHAM CITY into complete terror and chaos.

Meanwhile, VICKI VALE™ a shrewd photojournalist tracking the gas business scandal, is kidnapped with key information in her hand.

Then, from nowhere appears a man with a mysterious black cape who rescues Vicki. Her life was saved. Who on earth could this dark figure be? It was . . .

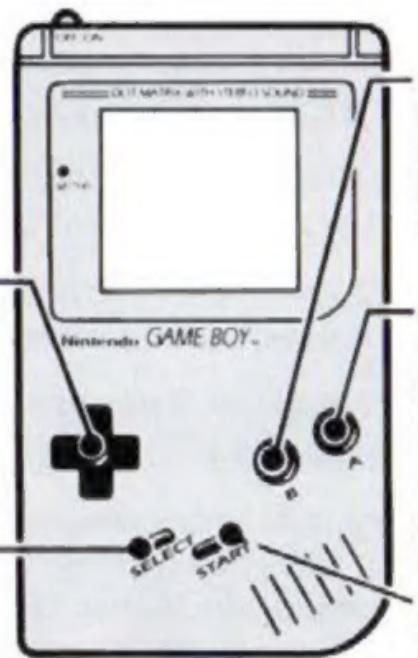
BATMAN™ — As a child he saw his parents lose their lives at the hand of an unidentified criminal. He has grown to be a man of justice who fights criminals to avenge his parents' deaths. Now, while fighting with THE JOKER, BATMAN recalls memories of his childhood and identifies him as the evil criminal who robbed his parents of their lives.

It is the festival day of GOTHAM CITY'S 200th Anniversary and the final fight is just about to start between BATMAN and THE JOKER.

## GAME-PLAY CONSOLE

**Joystick**  
In action-play stages: Press this button to move BATMAN sideways, to control directions and distance while BATMAN is jumping, and to make BATMAN duck down.

**Select Button**  
Reset — Push START Button while pressing A, B and SELECT Buttons.

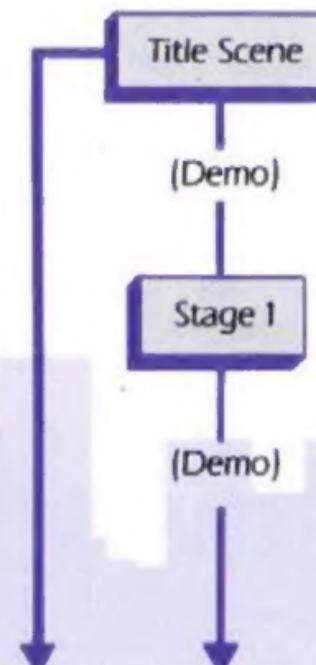


**B Button**  
Gun-firing in action-play stages; Missile-firing in a backward direction during the shooting-play stage.

**A Button**  
Jumping in action-play stages (the longer you keep pressing it, the higher you can jump).  
Missile-firing in a forward direction during the shooting-play stage.

**Start Button**  
Press to start this game, also press to pause and unpause action.

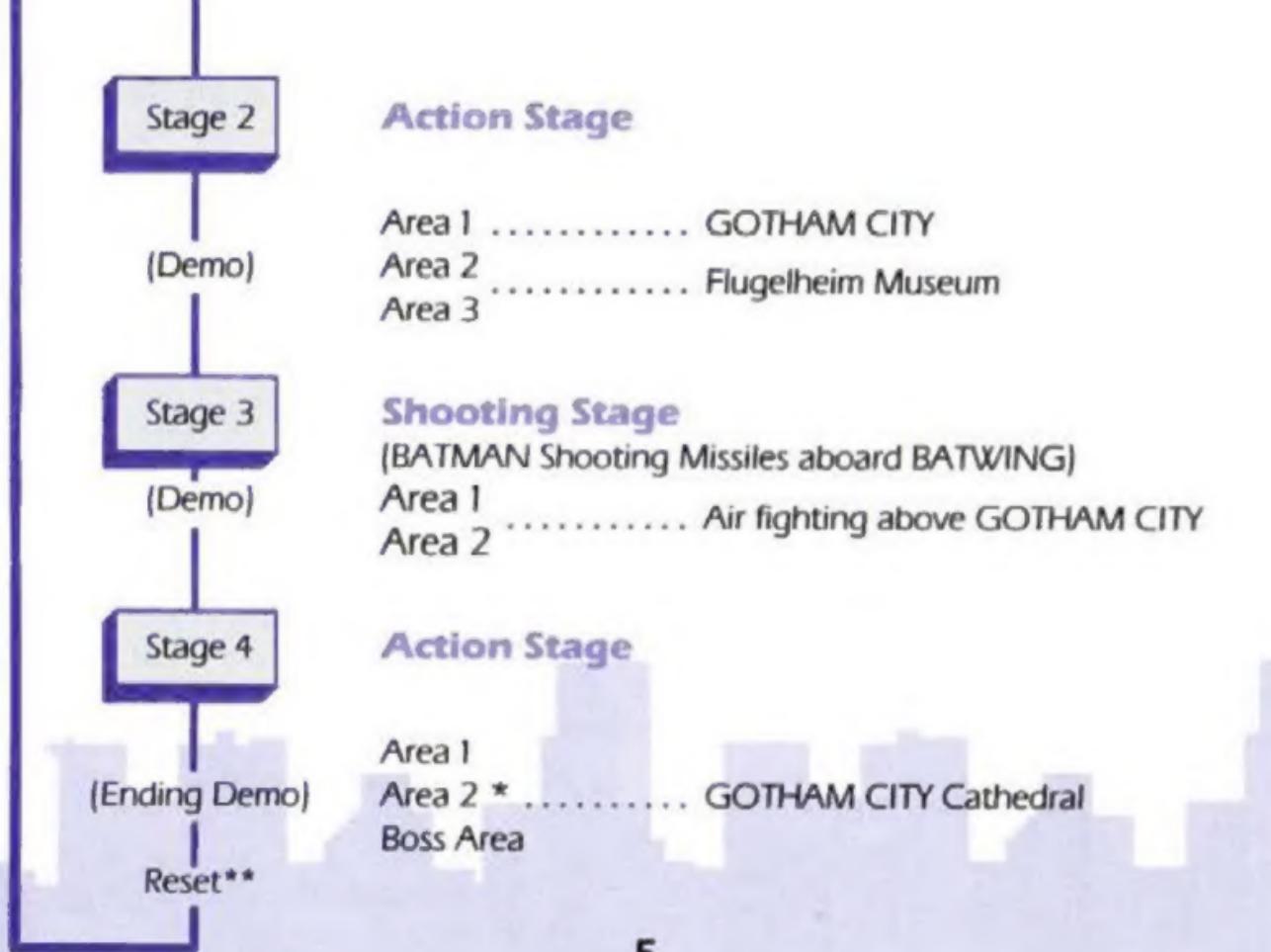
## INTRODUCTION TO STAGES



### Action Stage

- Area 1 ..... GOTHAM CITY
- Area 2 ..... AXIS Chemical Factory
- Area 3
- Boss Area

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## WEAPON ITEMS



### Normal Weapon

BATMAN is equipped with this weapon from the start of the game. It can be fired the full distance across the screen, but it is not capable of firing through a wall-like obstacle.



### Shot Weapon

This weapon's firing range is shorter than the Normal Weapons, but it is good for continuous firing.



### Wave Weapon

This weapon is capable of wave-firing through wall-like obstacles and can fire full distance across the screen.

## WEAPON ITEMS (continued)



### Power Weapon

This weapon can fire through wall-like obstacles and over the full distance of the screen.



### Batarang

This weapon will fire its bullet like a boomerang, which will be returned after reaching a certain point. It can penetrate wall-like obstacles.



### Tranquillizer Weapon

The most powerful weapon of all. It's capable of easily firing through wall-like obstacles. However, it cannot be fired continuously.

## POWER-UP ITEMS



### Spear Up

This item will accelerate the firing effectiveness of the spear you have in possession, up to the 7th level. This acceleration does not apply to the Tranquillizer weapon.



### Spear Down

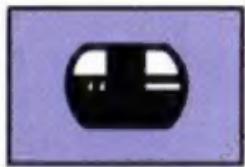
This item will decelerate the spear's firing effectiveness.



### Batwing

This item will fly around BATMAN and will protect him from enemy firing. You can possess up to four of these items. It disappears each time it is damaged by an enemy firing.

## POWER-UP ITEMS (continued)



### Faster Batwing

This item is a higher-speed version of the BATWING (it flies around BATMAN faster). It will slow down when it is damaged by an enemy firing.

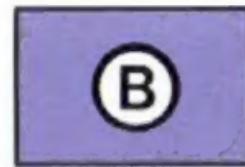
## OFFENSE-UP ITEM



### Smoke Bullet

When picked up, this item will clear the screen of all the existing enemies on it by blanketing them with smoke.

## BONUS ITEMS



### Bonus

This item earns you 5,000 bonus points.



### Heart

This item recovers one increment on the Life gauge.



### BATMAN

This item will earn you an additional life of BATMAN.